VISIT…

Shoals of Intrigue

A SHORT ADVENTURE FOR FOUR 8TH-LEVEL PLAYER CHARACTERS

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Shoals of Intrigue is a short D&D adventure for four 8th-level characters. This adventure can be incorporated into any style of campaign, but a significant portion of it takes place underwater. Thus, the PCs should have some means of underwater survival.

PREPARATION

You (the DM) need the core books, including the *Player's Handbook,* the *DUNGEON MASTER's Guide,* and the *Monster Manual.* Familiarize yourself with the malenti, a sahuagin that resembles an aquatic elf, from the *Monster Manual,* and with the rules for underwater combat from the *DUNGEON MASTER's Guide,* before beginning play.

You can place this adventure in any area of your campaign world where a volcanic island chain is located near a well-populated seacoast. Adapt the material given here as you see fit to make it work with your campaign world.

To get started, print out this adventure (including the map). Shoals of Intrigue uses the "Volcano Depths" map from the Map-a-Week web column (http://www.wizards.com/dnd/images/mapofweek/Volcano_depths_HI.jpg), which has been included with this adventure. You might also want a map of the Hawaiian islands for use in the later part of the adventure.

ADVENTURE BACKGROUND

Political tensions tend to run high among coastal cities competing for trade, resources, and military control of the sea. In this sort of situation, espionage becomes invaluable as a means of keeping tabs on rival cities. And when information becomes a valued commodity, spying becomes a lucrative and sometimes even a respected profession.

Such has been the case in Flundspoor, Blakemire, and neighboring port cities for some years now. Each city's overlord maintains spies in every nearby city to keep abreast of the other rulers' activities. Since the use of spies is so commonplace, there is no stigma attached to the profession. Captured spies are generally treated well in captivity and ransomed back to the cities for which they work rather than being put to death or subjected to barbaric tortures, as they might be in other realms. After all, everyone has spies, and to treat another's agents poorly would invite similar treatment for one's own spies if they were caught.

This veneer of civility does not stop the overlords from trying to root out foreign spies, nor does it slow their efforts to prevent foreign spies from discovering their secrets. If anything, the overlords work harder to keep secrets than rulers in other areas do simply because they know that there are plenty of skilled agents trying to bypass their security measures. Some rulers view maintaining security as a game in which each move is won or lost by luck or skill or paranoia.

Various third parties living on and around the sea also have an interest in the welfare of the port cities. Some, such as pirates, simply seek to accumulate as much wealth as possible before their capture or retirement. Others endeavor to manipulate the rulers and the merchants and exert control over coastal affairs from behind the scenes.

The hobgoblin Junparrt is one of the latter sort. His plan is to stir unrest among the port cities and drive them to war with each other. Once their resources are depleted and their overlords dead or driven out, the hobgoblin can maneuver his own agents onto the vacant seats of power and rule the entire coast from behind the scenes. To that end, Junparrt has instructed his followers to interfere with trade and the passing of information between the cities as much as possible. By denying the overlords their customary information, he hopes to make them nervous enough about one another's intentions that the smallest spark will ignite a war. Junparrt has contacts with the pirates who prey on the coastal trade as well, and he plans to use those allies both to profit during the coming war and to support his chosen candidates as successors to the current rulers.

The city of Flundspoor has been arming for a naval campaign over the last three months, primarily because the overlord of that city—a man named Kalinn—is concerned about pirates (though he would also dearly love to extend his control of the waters). He is interested in forming an alliance with Overlord Brashik Muloon of Blakemire to defeat the pirates once and for all. Figuring that Brashik would be more likely to believe the information if it came from one of his own spies, Overlord Kalinn let it be known that he was interested in an alliance. Sure enough, one of Muloon's spies named Phodri picked up the information and then took passage on the *Faithful Lady*, a merchant ship heading to Blakemire.

But the ship never arrived. Overlord Muloon knew that Phodri carried crucial information regarding Flundspoor and was traveling aboard the *Faithful Lady.* When both ship and spy mysteriously disappeared, Muloon became more concerned than ever about whether Kalinn's expanding military forces might threaten the future of his city.

ADVENTURE HOOKS

The adventure can begin in the city of Blakemire or in any one of the other coastal cities, depending upon how you wish to get the PCs involved. Below are some suggestions for adventure hooks.

BEGINNING IN BLAKEMIRE

- **Direct Employment:** Overlord Muloon hires the PCs to find the lost spy and escort him safely back to Blakemire. He offers an appropriate fee, half in advance and half on their successful return. He also grants them the use of a ship from his fleet for the mission. Success could grant the PCs permanent status as the overlord's special agents, if you wish to give the party a new base of operations.

BEGINNING ELSEWHERE

- **Reward:** Overlord Muloon has posted a reward in all the neighboring cities for the capture of the pirates who attacked the merchant ship *Faithful Lady*. At least one pirate must be taken alive to earn the reward. No other information is readily available; the PCs must follow what clues they can and seek out the villains on their own.
- **Shanghaied:** While the PCs are out drinking and carousing one evening, pirates secretly drug their drinks or attack them as they head back to the inn. The characters awaken to find themselves in chains aboard a ship. The pirate captain gives them the choice of a tour of duty with his crew or Davy Jones's locker. If the PCs choose to serve, the ship's priest places a mark of justice spell upon them to ensure that they keep their word. The ship is currently headed for the wreck of the *Faithful Lady*, hoping to conduct a lucrative salvage operation.
- **Misdirected Message:** The PCs receive a message from Phodri by mistake because one of them looks like the intended recipient (perhaps a sibling, a romantic interest, or a business associate). The message says, "Will meet you behind the statue in Orlon Park at midnight on the night of the quarter-moon (today in your campaign)." If the PCs take the bait, no one appears to meet them at the appointed time because Phodri never returned home. Alternatively, a rival who somehow found out about the meeting appears instead with a band of street toughs, and a fight ensues. A quick search of the opponents after the PCs prevail reveals that the attackers came from Flundspoor in search of a spy.

  If the PCs track down the NPC who should have received the message, they can learn the spy's identity and his travel plans. Phodri's intended contact is quite concerned about his disappearance and asks the PCs to locate him if they have not already announced their intention to do so. If they have, the character may ask to accompany them if you want an NPC with the party.

BEGINNING THE ADVENTURE

Whichever method you use to get the PCs involved, they will need a ship to proceed, since Phodri was lost at sea. Depending on the hook used, they may already be on a ship (Shanghaied), have one provided (Direct Employment), or need to hire one.

Assuming that they were not shanghaied, the PCs can ask around town a bit and perhaps find out some useful informa-

tion before embarking on the mission. A character can gain each piece of information below by asking in the indicated area and making a successful bardic knowledge, Charisma, Diplomacy, Gather Information, or Intimidate check at the given DC. (They do have to ask specific questions to get the corresponding information; don't just give the players all the results that apply on a successful check.)

AROUND TOWN

- All coastal cities employ spies to watch the others. There are a number of spies from Flundspoor operating inside Blakemire. Spies are generally well treated if captured, so if this spy was captured by a rival city, he will probably be found alive (DC 10).
- Pirates operate in the seas near the coastal cities. Pirates generally have no interest in passengers on ships, only in the goods they carry (DC 12).
- Rumor has it that Flundspoor is expanding its navy because Overlord Kalinn plans to attack Blakemire and other cities between the two (DC 14).

AT THE PORT

- Ships from Flundspoor to Blakemire usually take a certain route that passes by a chain of islands about one-third of the way from Blakemire. (Information on the islands must be supplied from your campaign world.) The intended route of this particular ship would be available from the Port of Flundspoor, where the ship sailed from (Gather Information DC 16 or Diplomacy DC 19).
- The *Faithful Lady* carried a cargo of rum and cloth, destined for a city farther down the coast than Blakemire. It also carried three passengers: Phodri, a merchant, and the daughter of a noble who lived in Flundspoor. It had a crew of twenty-seven, plus a captain (Gather Information DC 18).

When the PCs reach the site of the shipwreck, proceed to Encounter A.

ENCOUNTER A: THE WRECK OF THE *FAITHFUL LADY*

The Faithful Lady currently lies beneath 35 feet of water at a spot about three days' sail from Blakemire, within sight of a small chain of islands. One of these islands houses Junparrt's secret lair. (See The Island Chain and Volcano, below, for more information on the islands.)

Some days ago, a small group of sahuagin and sharks waylaid the vessel, distracting the crew with combat while another ally of Junparrt warped the ship's hull from below. The attack occurred in deeper waters, but the captain turned the ship toward the island chain as soon as it began to sink. When it reached a hidden reef, it finally went down.

The *Faithful Lady* now lies submerged next to the coral reef on which it foundered. The central main mast just barely breaks the surface; the rest of the ship is underwater. The top of the coral reef has an average depth of 21 feet, but it rises to only 3 feet below the surface at its highest point. Because he knows of the reef, the captain of the PCs' ship refuses to approach very closely; thus the PCs must either swim or fly about 40 feet from their ship to the wreck site.

The minions of Junparrt have formed a work party to salvage what they can from the wreckage. Led by the malenti druid Medjil, they are currently at work near the hole in the bottom of the hull. These creatures cannot be seen from above or from the deck of the wrecked ship; the PCs can spot them only by approaching the base of the ship from either the inside or the outside.

As soon as the PCs get close enough to see the wrecked ship, either from above or from underwater, read or paraphrase the following aloud.

> Ahead is vessel you seek, lying on the floor of the sea. Though it lists to one side, the name *Faithful Lady* is clearly visible on the bow. From this distance, there appears to be no damage to the ship itself.

THE FAITHFUL LADY

The *Faithful Lady* is a caravel measuring approximately 52 feet long and 21 feet wide at the beam, with a total height of 62 feet from crow's nest to bottom of hull. It has a forecastle and a sterncastle, each with two cabins and a deck above. Its main hold is accessible through a large covered hole in the main deck and also via a small trapdoor and stairway in the sterncastle.

Before meeting its doom at sea, the ship had a crew of twenty-seven, plus a captain and three passengers: Phodri, the merchant, and the noble's daughter. The sterncastle housed the captain, the mate, and the ship's cleric. The forecastle housed the passengers. The crew slept in bunks tied into the side of the ship in the main hold, above a narrow ledge built around the edge for access. Stowed beneath each bunk was a trunk to hold the crew member's clothing and personal possessions. There was just enough room to walk on the ledge past a sleeping crewperson, if one was careful.

UNDERWATER MOVEMENT AND COMBAT

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's Armor Class, attack rolls, damage, and movement. In some cases, a creature's opponents may get a bonus to attack the creature. The effects are summarized below.

Fire: Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the Fire descriptor are ineffective underwater unless the caster makes a successful Spellcraft check (DC 15 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. Supernatural fire effects are ineffective underwater unless their descriptions state otherwise.

The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell useful underwater, the surface still blocks the spell's line of effect. For example, a *fireball* cast underwater cannot be targeted at creatures above the surface.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep have one-quarter cover against melee or ranged attacks from opponents on land. Land-bound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has one-half cover against opponents on land unless those opponents have *freedom of movement* effects. Magical effects are unaffected, except for those that require attack rolls (which are treated like any other effects) and fire effects.

Ranged Attacks Underwater: Thrown weapons are ineffective underwater, even when launched from land. Other ranged weapons take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range. Any sort of ranged weapon that is specifically made for use underwater ignores these restrictions.

Underwater Visibility: Submerged or swimming creatures may also gain concealment from the water, depending on how clear it is. Even perfectly clear water (such as that at the site of the wreck) obscures vision (including darkvision) beyond 200 feet. A creature in perfectly clear water has one-quarter concealment at 50 feet (10% miss chance), one-half concealment at 100 feet (20% miss chance), three-quarters concealment at 150 feet (30% miss chance), and nine-tenths concealment at 200 feet (50% miss chance) and opponents cannot use sight to locate it.

Combat Adjustments for Water

Condition[1]	Slash or Bludgeon Attack/Damage	Claw or Tail Attack/Damage	Movement	Off-Balance
Freedom of movement	Normal/Normal	Normal/Normal	Normal	No
Has a swim speed	–2/Half	Normal	Normal	No
Successful Swim check	–2/Half[3]	–2/Half	Quarter or half [2]	No
Firm footing[4]	–2/Half	–2/Half	Half	No
None of the above	–2/Half	–2/Half	Normal	Yes[5]

1. Water modifiers apply when swimming, wading in water at least waist deep, or walking along the bottom.
2. The speeds given are standard for the Swim skill (you can move one-quarter your speed as a move action or one-half your speed as a full-round action). To avoid the off-balance penalty (see note 5), you must attempt a Swim check (DC 5 + the DC for the water) as a move-equivalent action. If you succeed, the off-balance penalty is negated until your next turn.
3. A creature without a freedom of movement effect or a swim speed makes grapple checks underwater at a –2 penalty, but it deals damage normally when grappling.
4. Creatures have firm footing when walking along the bottom, braced against a wall, or the like. You can walk along the bottom only if you carry something to weigh you down. The amount of weight required depends on your size, as follows: Fine, 1 lb.; Diminutive, 2 lb.; Tiny, 4 lb.; Small, 8 lb.; Medium-size, 16 lb.; Large, 32 lb.; Huge, 64 lb.; Gargantuan, 128 lb.; Colossal, 256 lb. The items you carry to weigh yourself down cannot be bulky or buoyant.
5. An off-balance creature loses its Dexterity bonus to Armor Class, and any opponent gains a +2 bonus on attack rolls against it.

The PCs must continue their investigation underwater. When they get close enough to see the main deck, read or paraphrase the following information aloud.

> The deck of the submerged vessel is a grisly scene of horror. Bodies lie everywhere, some in unnatural poses, and most have been partly eaten by some creature. Clearly the ship was attacked and the crew died protecting it, but there is no sign of the attackers and no apparent damage to the ship.

When the PCs approach the deck, go to Encounter B: A Tasty Morsel. Should they try to give the deck a wide berth and approach the hull instead, go to Encounter C: Work Party.

ENCOUNTER B: A TASTY MORSEL (EL 6)

While approaching the deck of the wrecked ship, each PC may make a Spot check (DC 18) to see the scrag lurking in the reef. If anyone is successful, read or paraphrase the following text aloud. Otherwise, the first knowledge the PCs have of the creature is when it attacks.

> A bit of motion near the ship reveals that the area is not completely devoid of life after all. On the reef next to the *Faithful* Lady, hidden partially by some tall sea grasses, is a creature that closely resembles a troll, except for the bluish cast to its skin and its seaweedlike hair. It is tearing at the body of a sailor with its long, wicked claws.

Creatures: The creature is a marine troll known as a scrag.

Scrag: hp 67; see *Monster Manual,* page 180.

Tactics: The scrag knows the PCs are here because of their motion through the water, and it moves to attack them as soon as they come within 20 feet of the deck. It exhibits no particular strategy. The scrag retreats if it is in real danger of being killed, or if it can grapple one of the PCs and drag him or her off for a later meal.

Development: The characters can continue exploring the ship once they dispatch the scrag.

The Deck: All the bodies on the deck are those of the ship's crew. There are twenty-seven in all, including the one being devoured by the scrag.

Forecastle Cabin 1: Phodri and the merchant shared this cabin during the voyage. A successful Search check (DC 10) reveals some correspondence that the spy was working on when the ship was attacked. Most of these soaked pages are unfinished letters of no importance to the adventure, and most are illegible because of water damage. One missive, however, is a letter addressed to Overlord Muloon. Because it has been tucked away in Phodri's sea chest all this time, it has suffered the least damage of the lot. This letter refers to a larger document (which has been taken to Junparrt's lair with the other treasure from the ship) that evidently details the recent buildup of naval power in Flundspoor and the surrounding areas.

The merchant was a spice dealer of no great import to anyone. He was moderately wealthy, but all the valuables he had with him have already been taken away by the work party (see Encounter C). His remaining belongings consist primarily of contact lists and invoices relating to his business.

The corpses of Phodri and the merchant are not on board the ship. They were taken to Junparrt's lair along with the ship's valuables and cargo.

Forecastle Cabin 2: The noble's daughter occupied this cabin. Medjil, the leader of the work party (see Encounter C, below) slew her by ripping out her heart with her claw and eating it. Read or paraphrase the following aloud when the PCs enter this area.

> The corpse of a female human floats in the water that fills this cabin. Her face is frozen in an expression of horror, and there is a great, gaping hole in her chest. Blood trails through the water from her body in every direction.

Hidden under the bunk is about 300 gp worth of jewelry. Medjil was in too much of a hurry to search this area thoroughly when she came through here.

Hold: The main hold is mostly empty now, except for the looters. If the characters enter it, go to Encounter C: Work Party.

ENCOUNTER C: WORK PARTY (EL 8)

What the PCs see of the work party depends on how they first approach the area where the creatures are working. If the characters scout around the base of the ship from the outside, read or paraphrase the following information aloud.

> The ship lists to one side, and now the reason that it sank is obvious—there is a great hole in the bottom of the hull. Out of the hole shuffles a humanoid figure carrying a large crate. It is followed by a second, and then a third. Swimming above them are two aquatic elves, who seem to be supervising whatever the humans are doing.

If the PCs enter the ship's hold from the deck, read or paraphrase the following information instead.

Several shuffling humanoid figures carry crates toward a hole in the side of the ship. Above them, on the opposite side of the hold from you, an aquatic elf and a shark keep watch over the odd operation.

Creatures: The "aquatic elf" in the hold is actually Medjil, a malenti druid. The other humanoids are zombies that have been ordered to carry the boxes to Junparrt's hideout in the volcano on one of the nearby islands. The shark is Medjil's animal companion. Two real aquatic elves, currently monitoring the operation from the outside of the ship, complete the work party.

Medjil: Female malenti Drd 4; CR 6; Medium-size humanoid (aquatic); HD 2d8 plus 4d8; hp 27; Init +2; Spd 30 ft., swim 40 ft.; AC 18, touch 12, flat-footed 16; Atk +5 melee (1d8+1/x3, shortspear) and +3 melee (1d4, 2 rakes) and +3 melee (1d4, bite); SA blood frenzy; SQ amphibious, animal companion (Medium-size shark), freshwater sensitivity, light sensitivity, nature sense, resist nature's lure, speak with sharks, trackless step, underwater sense, woodland stride; AL LE; SV Fort +7, Ref +3, Will +6; Str 12, Dex 14, Con 10, Int 14, Wis 15, Cha 8. Height 5 ft. 2 in.

Skills and Feats: Animal Empathy +5, Diplomacy +2, Handle Animal +3, Hide +9 (or +13 underwater), Listen +10 (or +14 underwater), Profession (hunter) +3 (or +11 when within 50 miles of home), Spot +10 (or +14 underwater), Swim +12, Wilderness Lore +9 (or +17 when within 50 miles of home); Alertness, Endurance, Multiattack.

Blood Frenzy: Once per day when Medjil takes damage in combat, she can fly into a blood frenzy the following round. She gains +2 Strength and +2 Constitution and takes a –2 penalty to AC. The blood frenzy lasts until either she or her opponent is dead.

Amphibious (Ex): Medjil can survive out of the water for 10 hours. After that, refer to the Drowning Rule on page 85 of the *Dungeon Master's Guide.*

Animal Companion: Medjil has a Medium-size shark companion that she has befriended with the spell *animal friendship.*

Freshwater Sensitivity (Ex): If Medjil is fully immersed in fresh water, she must succeed at a Fortitude save (DC 15) or leave the water immediately. If she fails and cannot escape, she takes a –1 penalty on all attack rolls, saves, and checks. Even on a success, she must repeat the save attempt every 10 minutes she remains immersed.

Light Sensitivity (Ex): Medjil is sensitive to light and takes a –1 circumstance penalty on attack rolls in bright sunlight or within the radius of a *daylight* spell.

Nature Sense: Medjil can identify plants and animals (their species and special traits) with perfect accuracy. She can determine whether water is safe to drink or dangerous.

Resist Nature's Lure: Medjil gains a +4 bonus on saving throws against the spell-like abilities of fey (such as dryads, nymphs, and sprites).

Speak with Sharks (Ex): Medjil can communicate telpathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." She can use Animal Empathy to befriend and train sharks.

Trackless Step: Medjil leaves no trail in natural surroundings and cannot be tracked.

Underwater Sense (Ex): Medjil can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; Medjil can locate such creatures only within a 15-foot radius. She is not fooled by figments when underwater.

Woodland Stride: Medjil may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect her.

Druid Spells Prepared (5/4/3; save DC 12 + spell level): 0—*cure minor wounds* (2), *detect magic, light, resistance;* 1st—*cure light wounds, entangle, obscuring mist, summon nature's ally I;* 2nd—*barkskin, summon nature's ally II, warp wood.*

Equipment: shortspear, *wand of cure light wounds* (caster level 3rd, 50 charges remaining), *wand of summon nature's ally I* (caster level 3rd, 50 charges remaining), *bracers of armor +1*, 98-gp diamond.

Ecchola: Female aquatic elf Clr 3; CR 3; Medium-size humanoid (aquatic); HD 3d8+3; hp 16; Init +2; Spd 30 ft., swim 40 ft.; AC 13, touch 12, flat-footed 11; Atk +2 melee (1d8/x3, shortspear), or +4 ranged (1d8/x3, shortspear); SA rebuke undead 4/day; SQ aquatic elf traits; AL NE; SV Fort +4, Ref +3, Will +5; Str 10, Dex 14, Con 12, Int 8, Wis 15, Cha 13. Height 4 ft. 11 in.

Skills and Feats: Concentration +2, Hide +5, Knowledge (religion) +1, Listen +4, Search +1, Spot +4, Swim +8; Combat Casting, Dodge.

Aquatic Elf Traits: Ecchola is immune to magic *sleep* spells and effects. She has a +2 racial bonus on saves against Enchantment spells or effects. As an elf, she has low-light vision (can see four times as far as a human in low-light conditions) and is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. She also has Martial Weapon Proficiency (composite longbow, composite shortbow, longbow, longsword, and rapier) as bonus feats. In addition, Ecchola has gills (can survive out of water for 12 hours). She also has a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Cleric Spells Prepared (4/3+1/2+1; save DC 12 + spell level): 0—*detect magic, light, read magic, resistance; 1st—bane, cause fear*, doom, shield of faith;* 2nd—*hold person, invisibility*, summon monster II.*

*Domain spell. Deity: Nerull. Domains: Death (death touch 1/day), Trickery (Bluff, Disguise, and Hide are cleric class skills).

Equipment: shortspear, *bracers of armor +1*, *wand of animate dead* (caster level 5th, 5 charges remaining), seaweed soaked in *potion of cat's grace*, 73 gp.

Sarnor: Male aquatic elf Cjr 3; CR 3; Medium-size humanoid (aquatic); HD 3d4; hp 7; Init +3; Spd 30 ft., swim 40 ft.; AC 13, touch 13, flat-footed 10 (currently AC 17, touch 17, flat-footed 10 because of *mage armor*); Atk +0 melee (1d4–1/19–20, dagger), or +4 ranged (1d8/19–20, light crossbow); SQ aquatic elf traits; AL NE; SV Fort +1, Ref +4, Will +4; Str 8, Dex 16, Con 11, Int 15, Wis 12, Cha 10. Height 4 ft. 10 in.

Skills and Feats: Concentration +6, Knowledge (arcana) +8, Listen +3, Scry +8, Search +4, Spellcraft +8, Spot +3, Swim +7; Combat Casting, Scribe Scroll, Spell Focus (Conjuration).

Aquatic Elf Traits: Sarnor is immune to magic *sleep* spells and effects. He has a +2 racial bonus on saves against Enchantment spells or effects. As an elf, he has low-light vision (can see four times as far as a human in low-light conditions) and is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. He also has Martial Weapon Proficiency (composite longbow, composite shortbow, longbow, longsword, and rapier) as bonus feats. In addition, Sarnor has gills (can survive out of water for 11 hours). He also has a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Wizard Spells Prepared (5/4/3; save DC 12 + spell level, or 14 + spell level for Conjuration spells; prohibited school: Evocation): 0—*detect magic, mage hand, open/close, read magic, resistance;* 1st—*mage armor* (already cast; 90 minutes remaining), *ray of enfeeblement, shield, summon monster I;* 2nd—*invisibility, Melf's acid arrow, summon monster II.*

Spellbook: 0—*arcane mark, daze, detect magic, detect poison, disrupt undead, ghost sound, mage hand, open/close, prestidigitation, ray of frost, read magic, resistance;* 1st—*grease, mage armor, obscuring mist, ray of enfeeblement, shield, sleep, summon monster I, unseen servant;* 2nd—*fog cloud, glitterdust, invisibility, Melf's acid arrow, summon monster II, summon swarm, web.*

Equipment: dagger, light underwater crossbow, 20 bolts, *wand of Melf's acid arrow* (caster level 3rd, 12 charges), *wand of haste* (caster level 5th, 5 charges), *wand of summon monster I* (caster level 2nd, 2 charges), three *potions of cure light wounds* (caster level 1st), 11 gp.

Medium-Size Zombie (8): hp 16, see *Monster Manual,* page 191.

Medium-Size Shark: hp 18, see *Monster Manual,* page 201.

Tactics: Since the PCs are probably moving at half speed, and Medjil and her companions can spot their foes from a distance of about 40 feet, the work party will probably have one full round of actions before the PCs arrive. Adapt the following tactics as needed to suit the actual situation.

Round 1: Sarnor uses his *wand of haste* on himself and then on Ecchola. Meanwhile, she summons a monster to help. Inside the hold, Medjil summons the most powerful underwater monster she can and instructs her shark companion to protect her from any PC attackers.

Round 2: The two elves use their extra partial actions from *haste* to become invisible. Then they use their summoning spells to best advantage. Their goal is to throw as many creatures at the PCs as they can before having to break their invisibility to attack.

Subsequent Rounds: All three NPCs use their wands and their remaining spells as appropriate, or enter melee if forced to do so.

The zombies do not participate in the fight unless attacked. They simply continue hauling crates out of the hold until forcibly stopped.

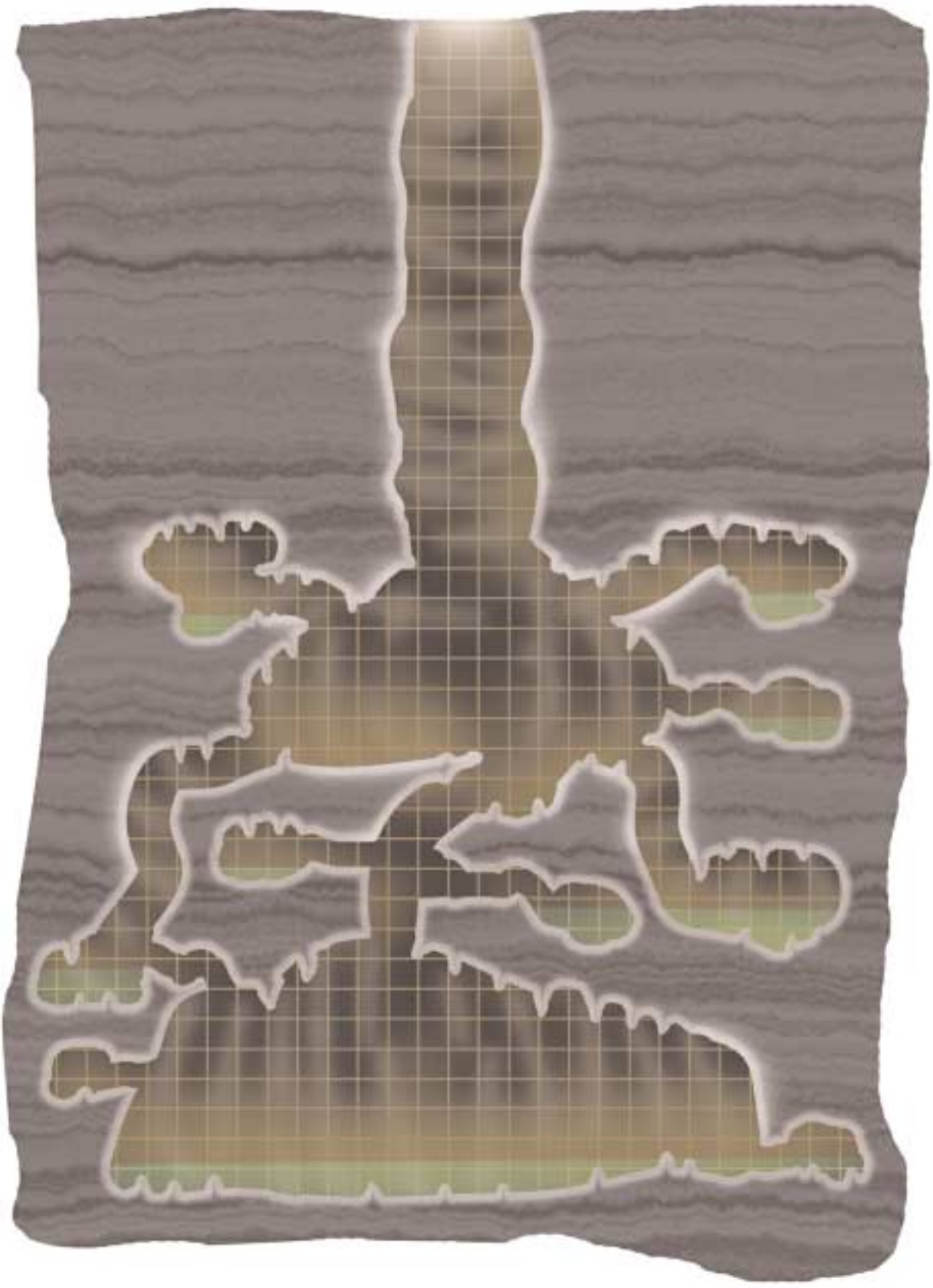
Development: Once they have dispatched the work party, the PCs can explore the hold and the surrounding area.

The hold contains a number of crates filled with textiles and some casks of rum. Nothing here belonged to Phodri; he was merely a passenger on the ship.

In the sea floor near the ship are some humanoid tracks (Wilderness Lore or Search DC 15). They belong to the zombies and point generally toward the nearby island chain.

If the PCs capture any of the villains alive, they can find out the following information using spells such as *charm person* or skills such as Intimidate (DC 15 unless otherwise noted). Each successful skill check or question posed under the influence of a spell gains one piece of information that relates directly to the question.

- The villains work for a hobgoblin named Junparrt, who has a base in the volcano on the central island of the chain.
- Junparrt wanted Phodri killed to keep his information from reaching Blakemire. The villains do not know enough about Junparrt's overall schemes to know why.
- Junparrt lives in the lowest chamber of the dormant volcano.
- There are two ways into the volcano hideout: through vents on the side of the mountain or through an undersea cavern.
- The undersea cavern entrance can be reached from the southwest side of the island, at its base. It is hidden by a small growth of kelp (DC 23).
- Phodri's body and a thick document found in his cabin have already been taken to Junparrt.



MOVING ON

The tracks lead to the center island of the nearby chain, about 8 miles from site of the wreck. About 300 feet from *the Faithful Lady*, the sea deepens to 60 feet. At a distance of one-half mile, it deepens to 100 feet. The sea floor begins to slope toward the islands at a distance of about 1 mile from them.

THE ISLAND CHAIN AND THE VOLCANO

If you don't already have a map of a suitable island chain in your campaign world, you can use a map of the Hawaiian Islands for the basic layout. There are no permanent settlements on the islands, though pirates occasionally use some of the bays. (If you want to include settlements, you can place them on any island except the one Junparrt uses as his base.)

Junparrt's base is inside the dormant volcano that dominates the central island of the chain. This island is heavily forested and populated primarily by birds, small mammals, and rodents. A few larger mammals also live here, including a variety of wild dog (use wolf statistics if needed) that hunts the smaller creatures. A colony of ankhegs rounds out the island's nonhumanoid population.

There are two ways into the volcano caverns: the vents on the mountainside and the undersea cavern. Each is described below (see Encounters D and I).

Most of the caves inside the volcano are empty. Junparrt does not have a huge organization that occupies space here; most of his operatives are in the cities or under the sea. Some of the caves hold stolen cargo or the bones of long-dead prisoners. (Such incidental items are yours to determine. You can even put some adventure hooks here to lead the players into other scenarios you have designed.) The two caverns of interest in this adventure are the upper and lower main caverns, the lower right one off the upper main cavern (Junparrt's Lair; see Encounter G), and the wide tunnel that connects the upper and lower main caverns (The Hunters; see Encounter F).

The map shows a cross-section of the volcano. The tunnels connecting the caverns are as wide as the map indicates. The chambers are roughly circular, so they are as long as they are wide. Strong nets have been secured to the walls to serve as ladders anyplace that climbing is required to access a particular chamber.

ENCOUNTER D: THE VENTS (EL 8)

The volcano is about 3,000 feet high at the top. The vents are located on the side of the volcano itself, about 2,300 feet off the ground. Of course, the main shaft of the volcano can also function as an entrance.

Creatures: Four ankhegs have burrowed beneath the ground on the side of the volcano and are now awaiting prey. (If the PCs are not at full strength when they approach the vents, you may wish to skip this encounter.)

Ankhegs (4): hp 29, see *Monster Manual* page 18.

Tactics: The ankhegs lie in wait until the PCs pass within 10 feet of their position, then attack. They flee if seriously wounded.

Development: Once the PCs defeat the ankhegs, they can search the sides of the volcano for vents. There are two such openings, one on the north side and one on the southeast side.

Each vent is a tunnel roughly 10 to 15 feet wide that slopes downward at a 45-degree angle. Both vents merge with the main shaft at a point about 1,000 feet above the top of the map.

Travel through the volcanic vents is slow and dangerous because the rocks that line these passages are sharp. A character moving at one-quarter speed can avoid damage entirely. Anyone who moves faster than that must make a successful Balance check (DC 15) each round or slip and fall, taking 1d6 points of damage from the jagged volcanic rocks. Furthermore, each character must make three additional Climb checks (DC 15) on the way down the vent shaft, regardless of speed—at the top, at one-third of the way down, and at two-thirds of the way down. Failing any of these checks means that the PC slips and tumbles downward to the juncture with the main shaft, taking 5d6 points of subdual damage and 2d6 points of falling damage if the failure occurs at the two-thirds point, or twice that if it occurs at the one-third point, or three times that if it occurs at the top. Using a rope lowers the Climb DC to 5, but armor check penalties and weight penalties apply as usual.

Once the PCs reach the main shaft, they must descend another 1,120 feet to the floor of the large cavern at the bottom of the main shaft (Encounter E).

ENCOUNTER E: THE UPPER MAIN CAVERN (EL VARIABLE)

This cavern is empty unless the PCs made a lot of noise entering through the vents (see Encounter D). In that case, the hunters from Encounter F have moved to this cavern and taken up ambush positions near the entrance. Junparrt has also heard the noise. He and his two companions (the malenti sorcerer and the tiger) have moved into the lower main cavern (Encounter H) and climbed nearly to the top of the access tunnel to this room.

Creatures: See Encounters F and G, if appropriate.

Tactics: The hunters ambush the characters when they enter the cavern, fighting to the death. Junparrt joins the fray with the malenti and his tiger companion when the noise from the chamber indicates that the PCs seem to have nearly dispatched the hunters.

Development: A tunnel on the right side of this chamber leads down to Junparrt's Lair (Encounter G). The tunnel leading out from the center bottom of the chamber leads to the hunters' lair (Encounter F) and from there to the lower main cavern (Encounter H).

ENCOUNTER F: THE HUNTERS (EL 9)

Four Huge ankhegs make their home in the chambers off the central tunnel between the upper and lower main chambers (Encounters E and H). These creatures are part of the general population of ankhegs on this island. Junparrt keeps them well fed, and he and his minions always use the other passage (on the right-hand side of the map) to traverse the distance between the upper and lower main caverns. When he wishes to dispose of unwelcome visitors, he sends them through the ankheg lair on some innocent-sounding errand.

The ankhegs move to the upper or lower main cavern (Encounters E and H) if they hear noises in either area. This tendency occasionally causes problems for Junparrt's allies who are passing through or dropping off stolen goods. The ankhegs won't attack zombies.

Creatures: Four advanced ankhegs inhabit this tunnel.

Advanced Ankheg (4): CR 5; Huge beast; HD 6d10+30; hp 63; Init –1; Spd 30 ft., burrow 20 ft.; AC 19, touch 7, flat-footed 19; Atk +11 melee (2d8+13, bite); Face/Reach 15 ft. by 15 ft./10 ft.; SA acid, improved grab, spit acid; SQ darkvision 60 ft., low-light vision, tremorsense; AL N; SV Fort +10, Ref +4, Will +3; Str 29, Dex 8, Con 21, Int 1, Wis 13, Cha 6.

Skills and Feats: Hide –9, Listen +7, Spot +7.

Acid (Ex): Acidic enzymes drip from an advanced ankheg's mouth each round it maintains a hold. It automatically deals 1d4 points of acid damage each round in addition to bite damage.

Improved Grab (Ex): If an advanced ankheg hits a Large or smaller opponent with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +21). If it gets a hold, it automatically deals acid damage on the same round. Thereafter, it has the option to conduct the grapple normally or simply use its jaws to hold the opponent (–20 penalty on grapple check, but the advanced ankheg is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite and acid damage. If the advanced ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at burrowing speed, dragging the victim with it.

Spit Acid (Ex): An advanced ankheg can spit a stream of acid 5 feet high, 5 feet wide, and 30 feet long once every 6 hours. Any creature in this area takes 4d4 points of acid damage (Reflex DC 14 half). One such attack depletes the advanced ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time.

Tremorsense (Ex): An advanced ankheg can automatically sense the location of anything within 300 feet that is in contact with the ground.

Tactics: The ankhegs ambush anyone coming down or up this tunnel. One of the creatures attacks from each side passage, and two attack from holes they have dug into the tunnel walls. Each ankheg attacks a different PC, and they don't work together.

Development: There is nothing of interest in this tunnel. The side chambers contain only scattered bones and debris from the ankhegs' former victims.

From this tunnel, the PCs can move up (to Encounter E) or down (to Encounter H).

ENCOUNTER G: JUNPARRT'S LAIR (EL 10)

If the PCs have been quiet in entering the volcano, Junparrt, his tiger companion, and a malenti sorcerer are in this cave. Otherwise the PCs have already met Junparrt elsewhere and there are no living creatures here.

The netting in the entry tunnel has a series of small bells affixed to it that warn Junparrt of visitors. Thus, any character on the netting takes a –10 penalty on Move Silently checks when climbing down to the cavern.

Read or paraphrase the following information aloud if Junparrt is present and has not heard the PCs. If he has heard them or already met them elsewhere, no creatures are visible inside the room.

> The tunnel ends in a chamber some 25 feet across. The floor is covered with a thick moss, almost like a carpet, upon which stand a bed and a desk. At the desk sits a humanoid tiger, apparently discussing something with a female aquatic elf.

The tiger is Junparrt in hybrid form, and the elf is Sureema, a malenti sorcerer in his employ. Behind the bed (away from the PCs' immediate view) is Junparrt's tiger companion. It has had a great deal of practice in climbing netting and is now quite adept at it.

If Junparrt did not hear the PCs approach, he is reading Phodri's report again, going over the details with the malenti. If Junparrt heard the PCs, he is now hiding next to the entrance, ready to sneak attack the first PC into the room. Sureema is hiding behind the desk to surprise the intruders with spells.

Creatures: Unless the PCs have already met the weretiger elsewhere, the occupants of this room are Junparrt (in hybrid form), Sureema, and Junparrt's tiger companion.

Junparrt: Male hobgoblin weretiger (humanoid form) Rog 1/Drd 6; CR 9; Medium-size shapechanger (goblinoid);

HD 1d6+1 plus 6d8+6; hp 37; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Atk +5 melee (1d6/18–20, scimitar), or +8 ranged (1d4, sling); SA sneak attack +1d6; SQ alternate form, animal companion (tiger), darkvision 60 ft., DR 15/silver, lycanthropic empathy, nature sense, resist nature's lure, trackless step, traps, *wild shape* (Small or Medium-size animal 2/day), woodland stride; AL NE; SV Fort +8, Ref +7, Will +9; Str 11, Dex 16, Con 13, Int 10, Wis 14, Cha 10.

Skills and Feats: Animal Empathy +9, Climb +4, Concentration +3, Handle Animal +9, Hide +7, Intuit Direction +8, Jump +4, Listen +10, Move Silently +11, Open Lock +7, Ride (horse) +5, Search +4, Spot +10, Tumble +7; Point Blank Shot, Weapon Focus (sling), Weapon Focus (scimitar).

Alternate Form (Su): Junparrt can shift into tiger form as though using the *polymorph self* spell, though his gear does not change. He can also assume a bipedal hybrid form about 7 feet tall with prehensile hands, a 3-foot-long tail, a tiger-striped hide, feline legs, and fingernails like claws. He has tigerlike ears, teeth, nose, and muzzle, but his eyes are like those of a hobgoblin. Changing to or from animal or hybrid form is a standard action. Upon assuming either form, he regains hit points as if he had rested for a day. If slain, he reverts to his humanoid form, although he remains dead. Separated body parts retain their animal form, however.

Animal Companion: Junparrt has a tiger companion. This animal is one that he has befriended with the spell *animal friendship.* The total Hit Dice of all his animal companions at a time may not exceed 6.

Lycanthropic Empathy (Ex): Junparrt can communicate and empathize with normal or dire tigers. This ability gives him a +4 racial bonus on checks made to influence the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Nature Sense: Junparrt can identify plants and animals (their species and special traits) with perfect accuracy. He can determine whether water is safe to drink or dangerous.

Resist Nature's Lure: Junparrt gains a +4 bonus on saving throws against the spell-like abilities of fey (such as dryads, nymphs, and sprites).

Trackless Step: Junparrt leaves no trail in natural surroundings and cannot be tracked.

***Wild Shape* (Sp):** Junparrt can change into a Small or Medium-size animal and back again twice per day as per the *polymorph self* spell. Unlike the standard use of the spell, however, he may adopt only one form per use of the ability. Junparrt regains hit points as if he had rested for a day. He does not risk the standard penalty for being disoriented while in his *wild shape.* He gains all the creature's special abilities when he does so.

Woodland Stride: Junparrt may move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Druid Spells Prepared (5/4/4/2; save DC 12 + spell level): 0—*cure minor wounds, detect magic, purify food and drink, read magic, resistance;* 1st—*animal friendship, cure light wounds, entangle, magic fang;* 2nd—*charm person or animal, fire trap, heat metal, resist elements;* 3rd—*cure moderate wounds, poison.*

Equipment: scimitar, sling, 20 stones, *bracers of armor +2, ring of protection +1, potion of cat's grace, wand of cure light wounds* (caster level 1st, 50 charges).

Junparrt: Male hobgoblin weretiger (hybrid form) Rog 1/Drd 6; CR 9; Large shapechanger (goblinoid); HD 1d6+4 plus 6d8+24; hp 58; Init +5; Spd 40 ft.; AC 22, touch 15, flat-footed 17; Atk +9 melee (1d8+6, 2 claws) and +7 melee (2d6+3, bite), or +10 melee (1d6+6/18–20, scimitar) and +7 melee (2d6+3, bite), or +9 ranged (1d4, sling); Face/Reach 5 ft. by 10 ft./5 ft.; SA curse of lycanthropy, improved grab, pounce, rake, sneak attack +1d6; SQ alternate form, animal companion (tiger), darkvision 60 ft., DR 15/silver, lycanthropic empathy, nature sense, resist nature's lure, trackless step, traps, *wild shape* (Small or Medium-size animal 2/day), woodland stride; AL NE; SV Fort +11, Ref +9, Will +9; Str 23, Dex 20, Con 19, Int 10, Wis 14, Cha 10.

Skills and Feats: Animal Empathy +9, Balance +9, Climb +10, Concentration +6, Handle Animal +9, Hide +9 (or +13 in areas of tall grass), Intuit Direction +8, Jump +10, Listen +14, Move Silently +17, Open Lock +9, Ride (horse) +7, Search +8, Spot +14, Tumble +9; Blind-Fight, Multiattack, Point Blank Shot, Power Attack, Weapon Focus (sling), Weapon Focus (scimitar).

Curse of Lycanthropy (Su): Any humanoid hit by Junparrt's bite attack must succeed at a Fortitude save (DC 15) or contract lycanthropy.

Improved Grab (Ex): If Junparrt hits a Medium-size or smaller opponent with a bite attack, he deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +14). If he gets a hold, he can attempt to rake in the same round. Thereafter, Junparrt has the option to conduct the grapple normally, or simply use his jaws to hold the opponent (–20 penalty on grapple checks, but Junparrt is now considered grappled). In either case, each successful grapple check he makes during successive rounds automatically deals bite damage and allows another rake attempt.

Pounce (Ex): If Junparrt charges, he can make a full attack (including a rake attempt, see below) even though he has moved.

Rake (Ex): On any round that Junparrt has a hold on an opponent (see Improved Grab, above), he can make two rake attacks (+9 melee) with his hind legs for 1d8+3 points of damage each. Junparrt can also attempt to rake when he pounces on an opponent.

Alternate Form (Su): Junparrt can shift into humanoid or tiger form as though using the *polymorph self* spell, though

his gear does not change. Changing to or from animal or humanoid form is a standard action. Upon assuming either form, he regains hit points as if he had rested for a day. If slain, he reverts to his humanoid form, although he remains dead. Separated body parts retain their animal form, however.

Animal Companion: Junparrt has a tiger companion. This animal is one that he has befriended with the spell *animal friendship.* The total Hit Dice of all his animal companions at a time may not exceed 6.

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Nature Sense: Junparrt can identify plants and animals (their species and special traits) with perfect accuracy. He can determine whether water is safe to drink or dangerous.

Resist Nature's Lure: Junparrt gains a +4 bonus on saving throws against the spell-like abilities of fey (such as dryads, nymphs, and sprites).

Trackless Step: Junparrt leaves no trail in natural surroundings and cannot be tracked.

***Wild Shape* (Sp):** Junparrt can change into a Small or Medium-size animal and back again twice per day as per the *polymorph self* spell. Unlike the standard use of the spell, however, he may adopt only one form per use of the ability. Junparrt regains hit points as if he had rested for a day. He does not risk the standard penalty for being disoriented while in his *wild shape.* He gains all the creature's special abilities when he does so.

Woodland Stride: Junparrt may move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Druid Spells Prepared (5/4/4/2; save DC 12 + spell level): 0—*cure minor wounds, detect magic, purify food and drink, read magic, resistance;* 1st—*animal friendship, cure light wounds, entangle, magic fang;* 2nd—*charm person or animal, fire trap, heat metal, resist elements;* 3rd—*cure moderate wounds, poison.*

Equipment: scimitar, sling, 20 stones, *bracers of armor +2*, *ring of protection +1*, *potion of cat's grace*, *wand of cure light wounds* (caster level 1st, 50 charges).

Tiger: hp 45, see *Monster Manual* page 203.

Sureema: Female malenti Sor 4; CR 6; Medium-size humanoid (aquatic); HD 2d8+2 plus 4d4+4; hp 25; Init +1; Spd 30 ft., swim 40 ft.; AC 17, touch 12, flat-footed 16; Atk +3 melee (1d8/x3, shortspear) and +1 melee (1d4, 2 rakes) and +1 melee (1d4, bite), or +6 ranged (1d8+1/19–20, masterwork light crossbow with *+1 crossbow bolts*); SA blood frenzy; SQ amphibious, freshwater sensitivity, light sensitivity, speak with sharks, underwater sense; AL LE; SV Fort +5, Ref +4, Will +5; Str 10, Dex 13, Con 12, Int 14, Wis 12, Cha 16. Height 5 ft. 2 in.

Skills and Feats: Animal Empathy +6, Concentration +5, Hide +6, Listen +7, Profession (hunter) +2 (or +8 when within 50 miles of home), Scry +9, Spellcraft +7, Spot +7, Swim +8, Wilderness Lore +1 (or +8 when within 50 miles of home); Dodge, Lightning Reflexes, Multiattack.

Blood Frenzy: Once per day, when Sureema takes damage in combat, she can fly into a blood frenzy the following round. She gains +2 Strength and +2 Constitution and takes a –2 penalty to AC. The blood frenzy lasts until either she or her opponent is dead.

Amphibious (Ex): Sureema can survive out of the water for 10 hours. After that, refer to the Drowning Rule on page 85 of the *Dungeon Master's Guide.*

Freshwater Sensitivity (Ex): When fully immersed in fresh water, Sureema must succeed at a Fortitude save (DC 15) or leave the water immediately. If she fails and cannot escape, she takes a –1 penalty on all attack rolls, saves, and checks. Even on a success, she must repeat the save attempt every 10 minutes she remains immersed.

Light Sensitivity (Ex): Sureema is sensitive to light and takes a –1 circumstance penalty on attack rolls in bright sunlight or within the radius of a *daylight* spell.

Speak with Sharks (Ex): Sureema can communicate telpathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." She can use animal empathy to befriend and train sharks.

Underwater Sense (Ex): Sureema can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; Sureema can locate such creatures only within a 15-foot radius. She is not fooled by figments when underwater.

Sorcerer Spells Known (6/7/4; save DC 13 + spell level): 0—*detect magic, detect poison, mage hand, prestidigitation, ray of frost, resistance;* 1st—*mage armor, magic missile, shield;* 2nd—*Melf's acid arrow.*

Equipment: shortspear, masterwork light crossbow, 50 *+1 bolts, ring of protection +1*, three *potions of cat's grace*, 15 gp.

Tactics: If warned of the PCs' approach, Junparrt attempts to sneak attack the first PC to enter the room. Otherwise, he closes to melee as quickly as possible. Sureema hides behind the desk and provides backup with her spells. Junparrt's tiger companion rises to attack the PCs as soon as one threatens its master. If the battle goes against them, Junparrt and Sureema seize any opportunity that presents itself to escape.

Should the PCs wish to parley, Junparrt is agreeable. He answers their questions truthfully for the most part, though he does not reveal the full extent of his plans. When there is an opportunity to do so without arousing their suspicions, he sends them through the hunters' lair (see Encounter F) on an errand, since he does not really trust them.

Development: Once the PCs have dispatched the occupants of the room, they can search the area.

On the desk is Phodri's report. It includes the details of Flundspoor's military buildup, as well as a long section explaining why an alliance between Flundspoor and Blakemire would benefit the latter city. There is nothing of value in the room. Junparrt carries his valuables on his person, and the malenti brought only the equipment noted in her statistics block.

ENCOUNTER H: THE LOWER MAIN CAVERN (EL VARIABLE)

This cavern is empty unless the PCs made a lot of noise entering through the undersea cavern (see Encounter I). In that case, the hunters from Encounter F have moved to this cavern and taken up ambush positions near the entrance. Junparrt has also heard the noise. He and his two companions (the malenti sorcerer and the tiger) have moved into the lower cavern and hidden themselves behind crates stacked around the walls.

Creatures: See Encounters F and G, if appropriate.

Tactics: The hunters ambush the characters when they enter the cavern, fighting to the death. Junparrt joins the fray with the malenti and his tiger companion when the noise indicates that the PCs seem to have nearly dispatched the hunters.

Development: A tunnel on the right side of this chamber leads up to Junparrt's Lair (Encounter G). The tunnel beginning at the center top of the chamber leads to the hunters' lair (Encounter F) and from there to the upper main cavern (Encounter E).

Several corpses lie stacked near the east wall of the chamber. One is barely recognizable as that of Phodri. It and most of the others have been partially eaten by some huge beast (Junparrt's tiger companion).

ENCOUNTER I: THE UNDERSEA CAVERN (EL 7)

The mouth of the undersea cavern is accessible from the southwest side of the island.

Creatures: The sahuagin bodyguards of Sureema, the malenti sorcerer who is currently visiting Junparrt's lair, are standing guard near the cave mouth. (If the PCs are not at full strength when they reach this point, you may wish to skip this encounter.)

Sahuagin (4): hp 12; see *Monster Manual*, page 157.

Tactics: The sahuagin attack any intruders on sight and fight to the death.

Development: Once the PCs have dispatched the sahuagin, they can look for the entrance. The 5-foot-diameter opening is about 30 feet underwater and hidden (Search DC 20) by an 8-foot-tall growth of kelp that resembles a red-brown bush. The Search DC drops to 10 if the characters followed the tracks from the wreck to this area or got a fix on the location by questioning prisoners from the work party in Encounter C.

The undersea cavern is approximately 30 feet in diameter. Opposite the entrance is a water-filled tunnel about 6 feet in diameter and three-quarters of a mile long. It leads upward into the cavern at the lower right corner of the map, entering on the right side. Most of the cavern's floor is covered with 3 to 5 inches of standing water, but there a dry area against the south wall where some crates and casks are stacked.

Strong nets have been secured to the wall to allow climbing from this chamber to the tunnel in the ceiling, and up the wall across from the entry to allow access to the passages on that side. The passages themselves are also rigged with netting to aid climbing.

If the PCs made a lot of noise entering, the hunters have moved down to the lower main cavern and taken up ambush positions. Junparrt has also heard the noise. He and his two companions (the malenti sorcerer and the tiger) have moved into this area. They are hiding behind some crates and will join the fray when the noise indicates that the PCs have nearly vanquished the hunters.

CONTINUING THE ADVENTURE

If Junparrt manages to escape, then the PCs have not heard the last of him or of his attempts to destabilize the region. If he dies, then at your discretion his body could be stolen and revived by others who have been using his destabilizing influence to further their own plans. Behind those schemers could be even more schemers. All of these villains could cross the PCs' path repeatedly if they stay in the coastal region.

If Sureema escapes but Junparrt does not, then she could serve as a recurring villain for future adventures in this part of the world.

ABOUT THE AUTHOR

Robert Wiese discovered roleplaying games in the Boy Scouts. Over the years, he played some great home campaigns and convention games too. In 1995, he went to work for the RPGA™ Network editing tournament adventures and running the Living City campaign. In late 1997, he rose to become the Network's head honcho. He managed the RPGA Network for six and a half years, then "retired" to Nevada to gamble away his small savings. Now married to a wife who loves roleplaying games too, he writes and serves on the triad for the Theocracy of the Pale, a region in the RPGA Network's Living Greyhawk campaign. Robert wrote the *Living Force Campaign Guide*, the long-running D&D Fight Club column on the Wizards D&D website, and numerous other articles that have appeared on the site. He has also written more than sixty roleplaying adventures for the RPGA Network over the years.